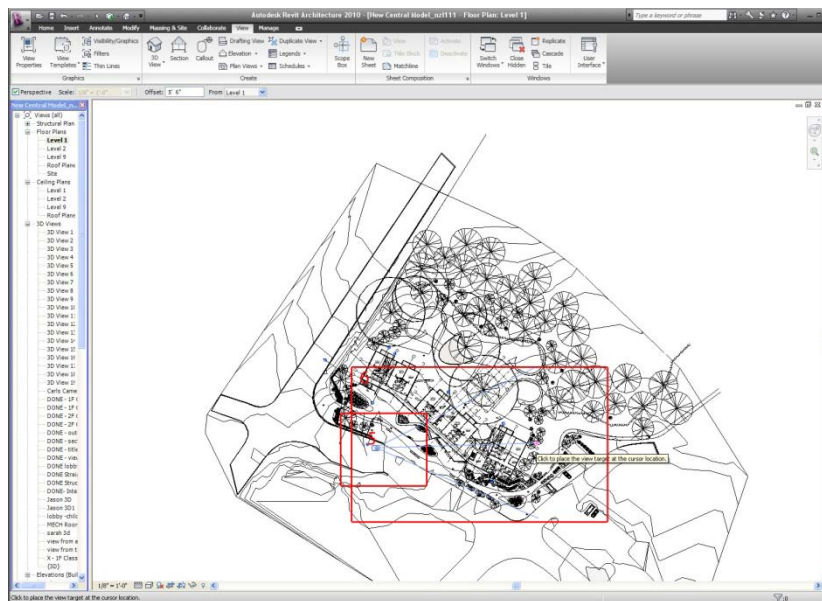
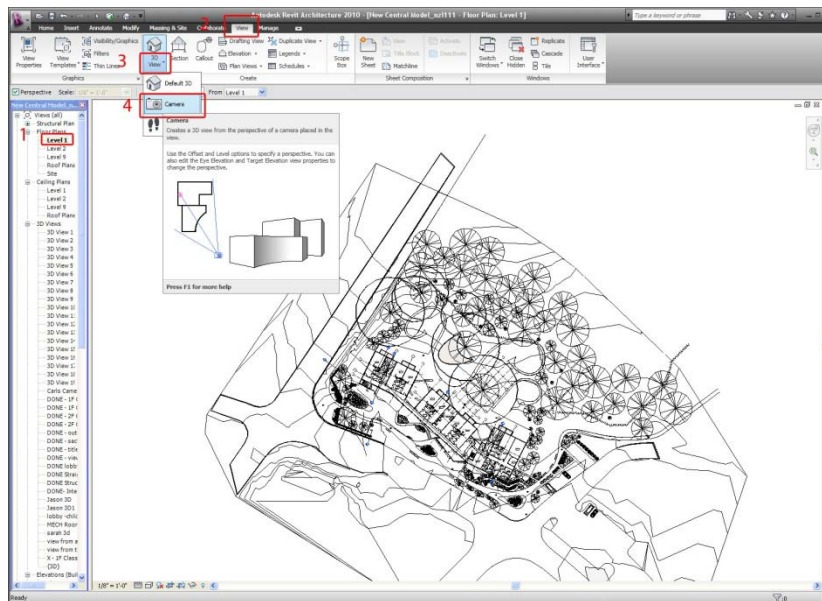


Abstract: This step by step guide will help you understand how to render camera views as well as set up your own screen views straight from the render dialog box.

****These steps start after you have a complete model and decide to start rendering views.**

TO LEARN HOW TO SET UP CAMERA VIEWS AND RENDER Step 1: (Scroll to find screen view instructions)

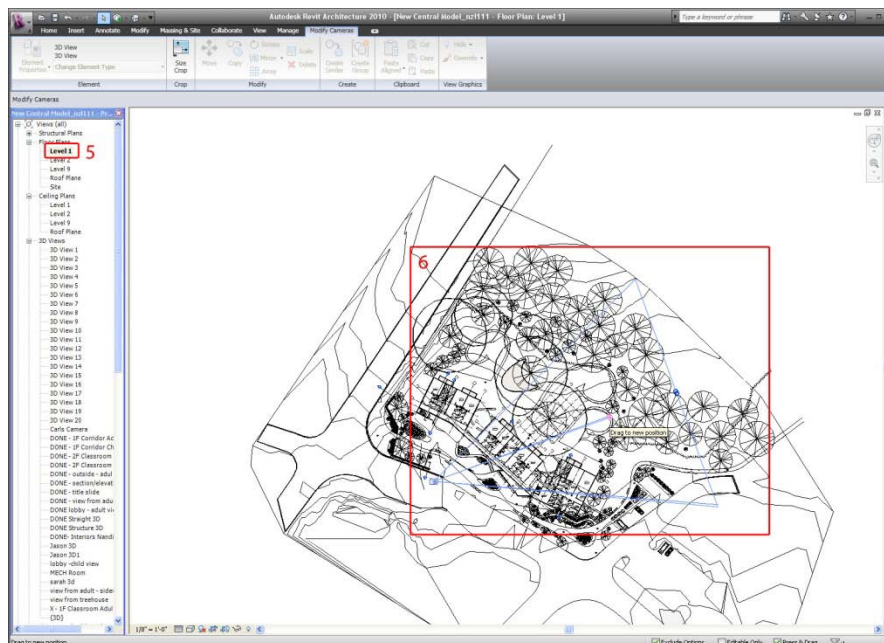
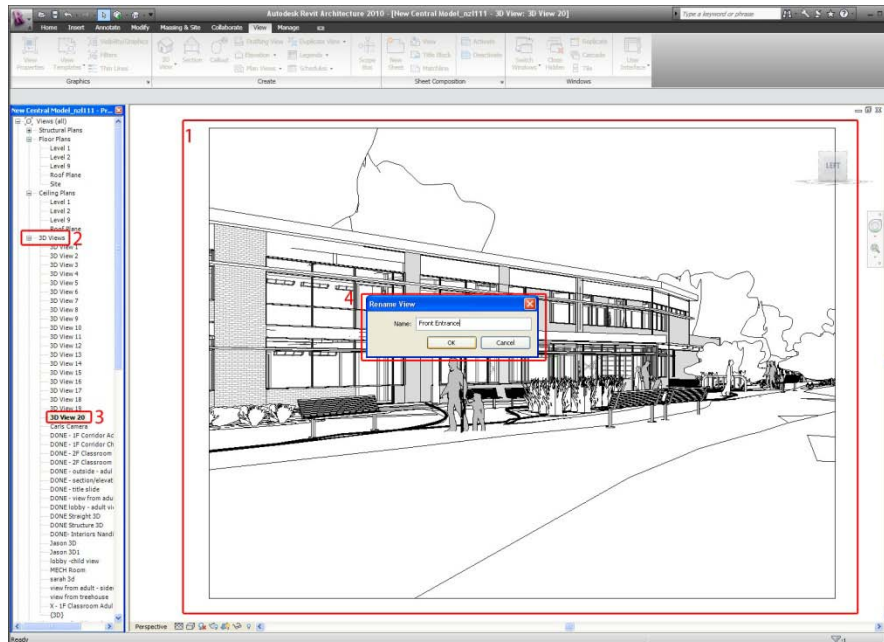
To place a camera view in your model, select which floor plan your view will be taken from (Level 1, 2, 3 etc.) from the left hand side menu (1). Then click on the View tab (2) on the top menu. Under the View tab click the down arrow under the 3d view Button (3). Select camera (4). Then place your camera (5) and select your viewshed by clicking one more time (the bigger/longer you make the viewshed the more will show in the rendering) (6).



Step 2:

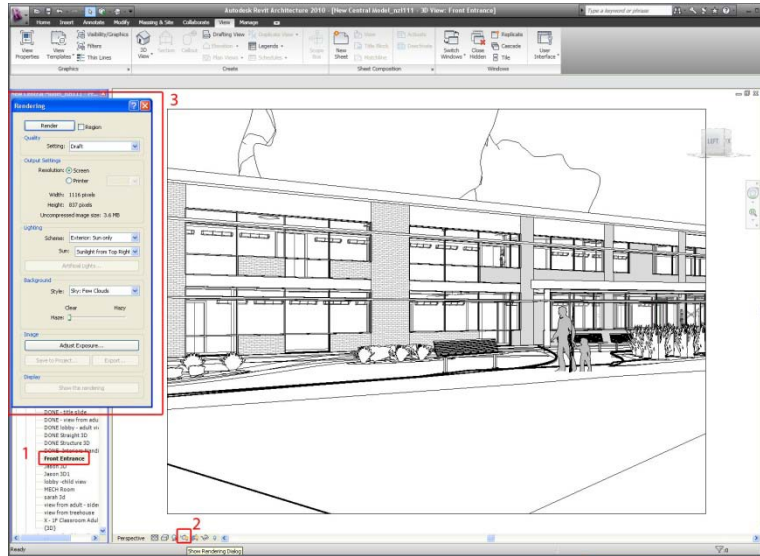
Once you select your viewshed, the view should appear automatically (1). On the left hand side menu under 3D Views (2), your view will be bolded (3). If you wish to use this view it is best to rename it for easy referencing. To rename, right-click the bolded view and select rename (4). This newly renamed view will stay listed under 3D Views.

If you wish to change the camera angle, go back to your Floor Plan view (5) the camera was assigned and edit the viewshed (6).



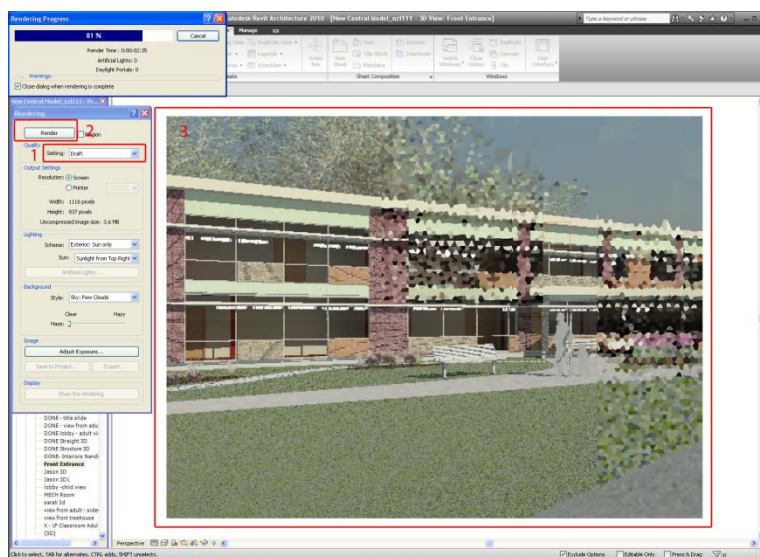
Step 3:

Once your camera view is saved, click on your camera view so it is showing on screen (1). Then click the Show Rendering Dialog button (2). The rendering dialog box will appear (3).



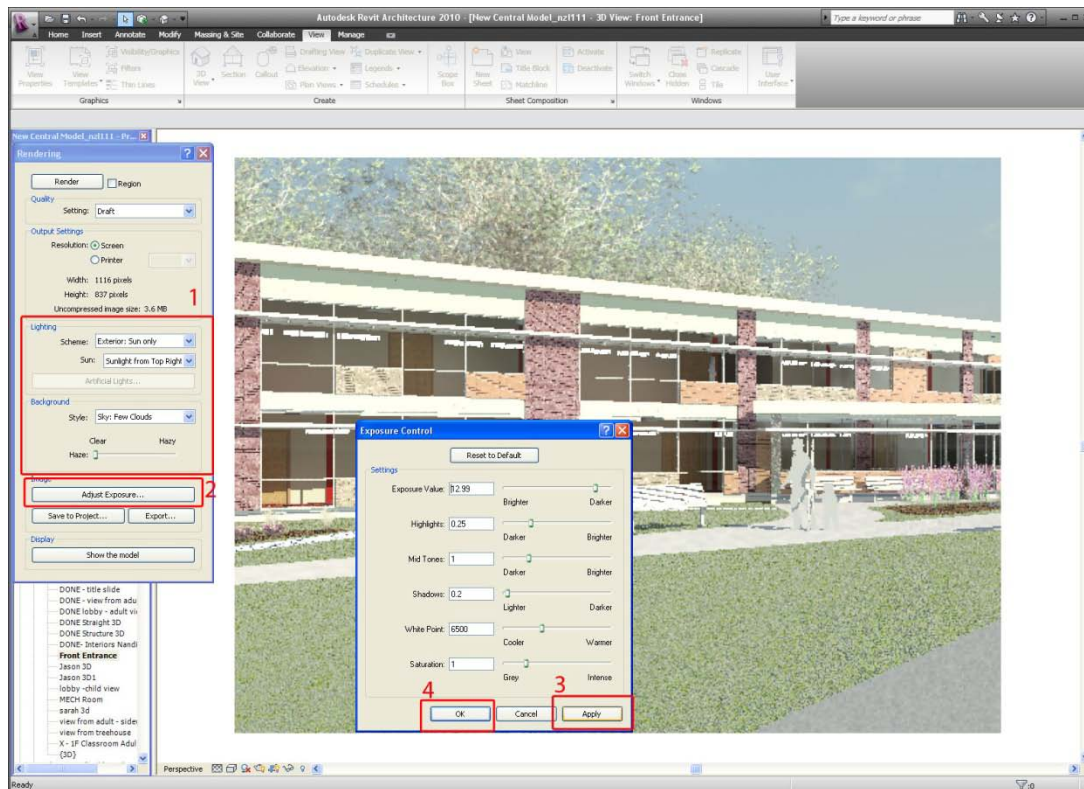
Step 4:

When beginning your rendering process, you'll want to run a draft render or low quality render first. This will allow you to see what exactly will be showing in your rendering, in case you need to make changes to the model (hide structure that is showing, etc) or change your camera angle (trees/vegetation blocking view?, etc.). To do this click the arrow next to setting and choose draft (1). Then click the render button (2). Revit will render your view as a draft (it will be blurry, but you will be able to see what will show in your rendering (3).



Step 5:

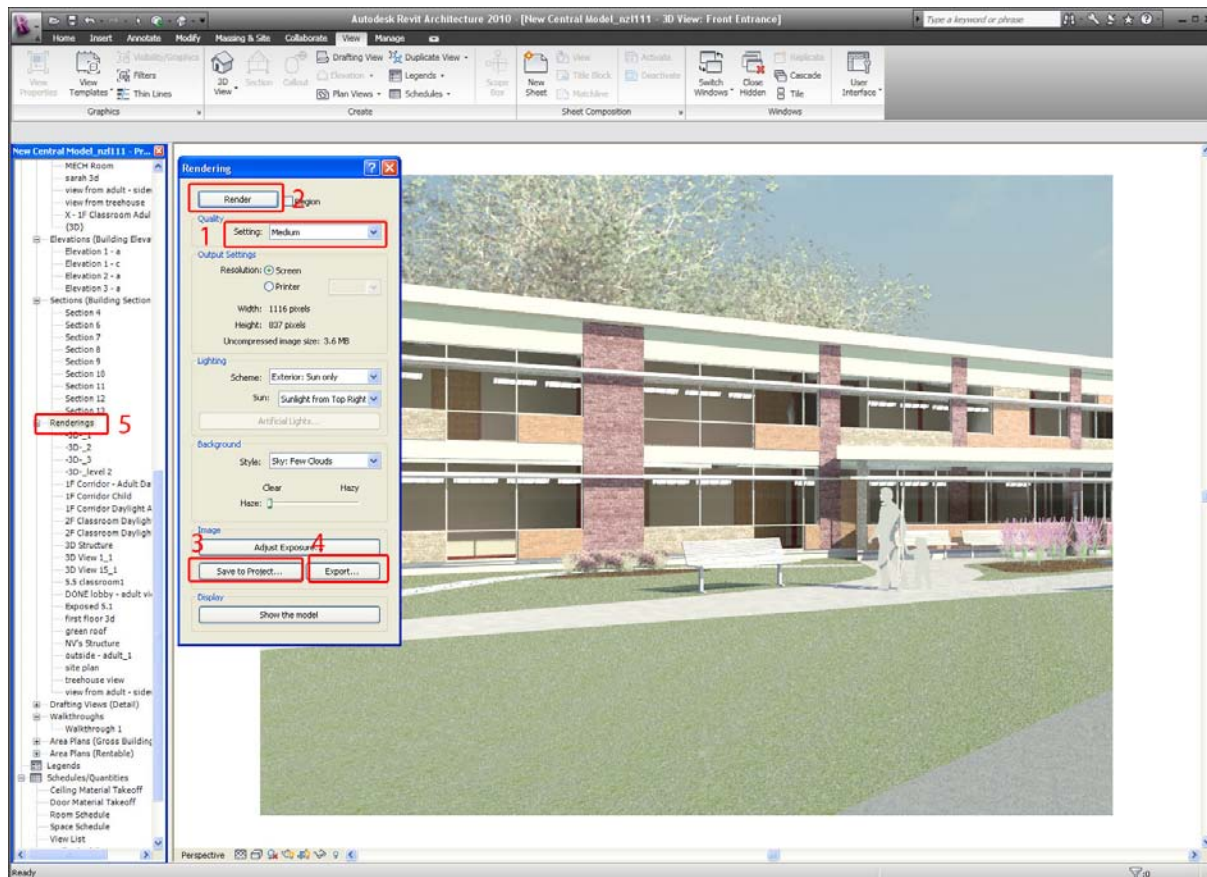
Once you're happy with what will be showing in your rendering. You can change the sun and lighting options straight from the Rendering Dialog box (1). You can also change the exposure of your rendering by clicking on the Adjust Exposure.. button (2). **When adjusting exposure click apply (3) to see the changes you've made without having to close the dialog box. When you're happy with the exposure click ok (4).



Step 6:

When ready to render, choose the quality you would like to render with by changing the setting (1) (high or best quality is suggested). Then click render (2). Once your image is done rendering DO NOT exit from the Rendering Dialog box. You will want to save the rendering to your model, as well as export the image as a back-up. To save your image to the model, in the Rendering Dialog box choose Save to Project.. (3). It will ask you to name the rendered view, enter a name when prompted. Then click Export.. (4) in the Render Dialog box to export a jpeg of your image. After you have saved and exported your image, it will be safe for you to exit from the dialog box.

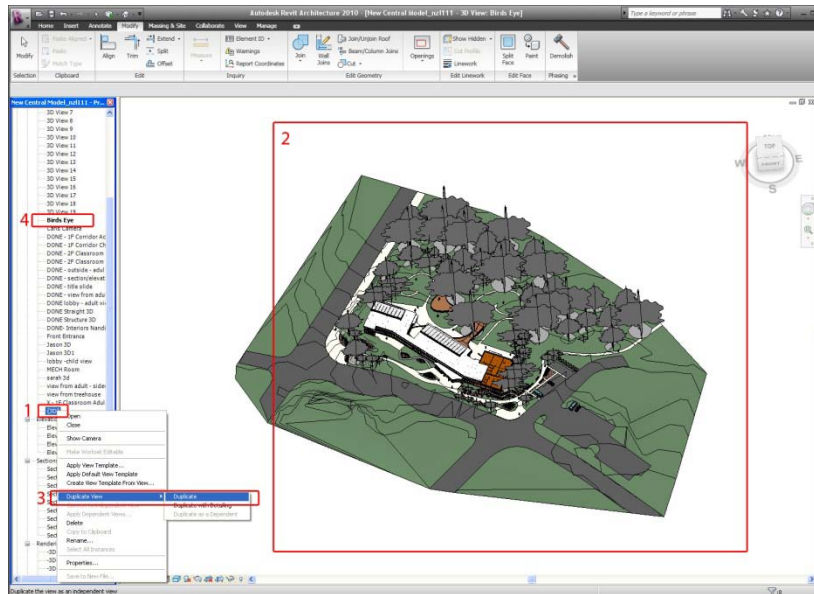
*your saved image in the project will show up under the Renderings (5) on the left hand side menu



TO LEARN HOW TO SET UP SCREEN VIEWS AND RENDER Step 1:

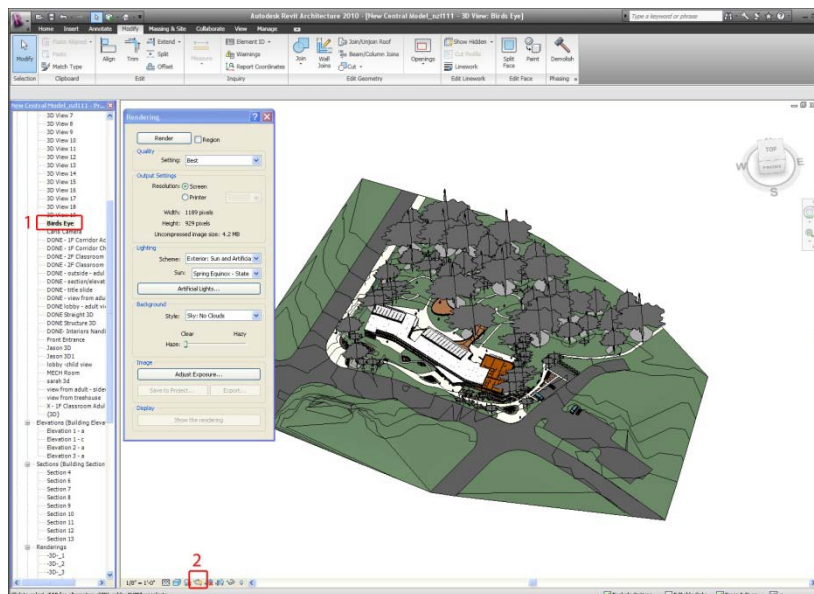
While in 3D views (1) in your model, you may choose to take views such as bird's eye views that cameras cannot be set up for. In these instances you want to first set up your desired view (2). To save this view to your model, go to the highlighted view under your 3D Views, right-click and duplicate it (select Duplicate, not Duplicate with Detailing)(3). Rename your view for easy finding by right-clicking and selecting rename.

*This view will show up under 3D Views (4).



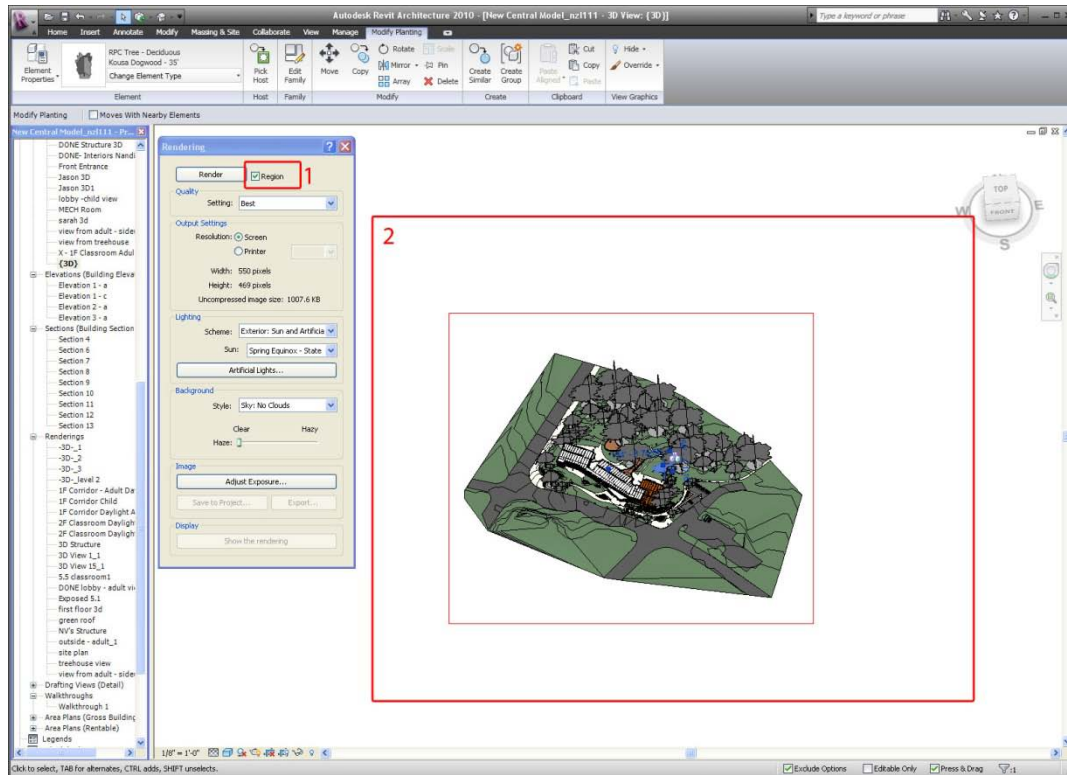
Step 2:

Once your desired view is saved, open your view (1) and then open the Rendering Dialog box (2).



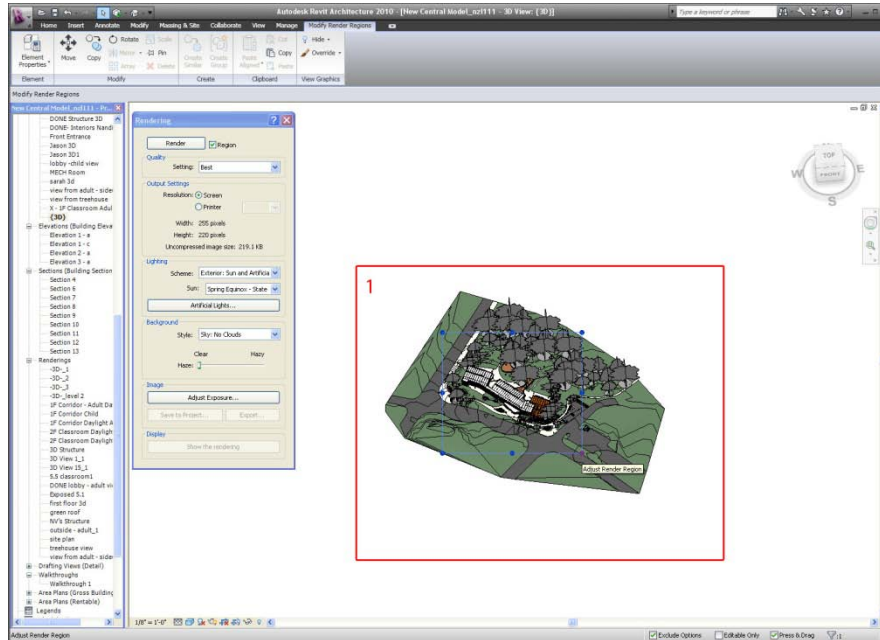
Step 3:

Once the Rendering Dialog box is open, place a check mark next to Region (1). This will provide you with a viewshed in your model space (2). *If you do not see the view shed, zoom out and it will appear.



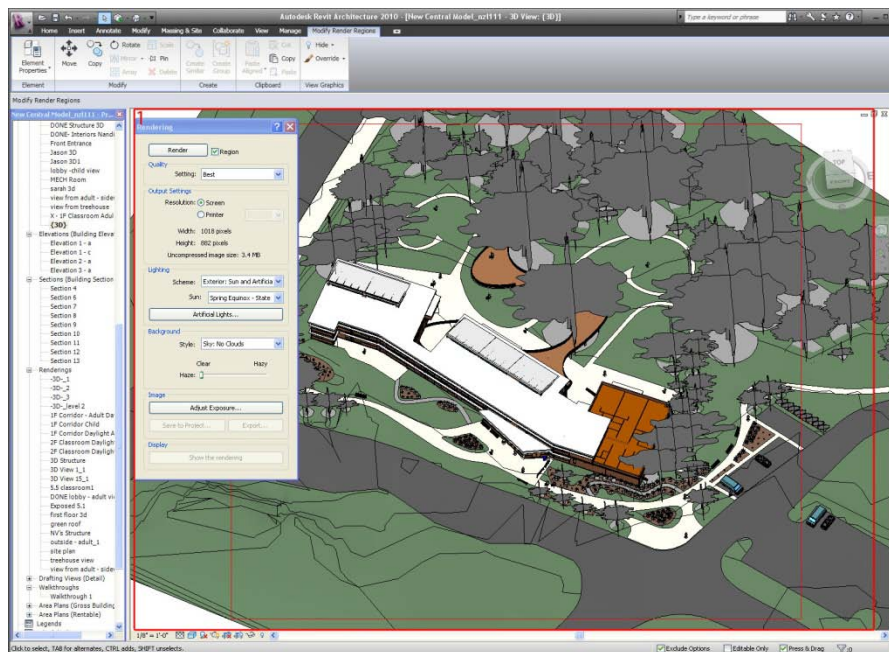
Step 4:

Next you will want to select your viewshed for editing (1). * Putting the viewshed around only what you want rendered will provide you with a better rendering.



Step 5:

After you have your viewshed focused, you will want to zoom in on your viewshed (1) until it fills the screen. *This will also produce a better quality rendering.



****Now follow steps 4-6 from the camera view portion of this step by step guide for rendering and saving your view.**